

**REMARKS/ARGUMENTS**

Entry of these Remarks and reconsideration of all claims remaining of record is earnestly requested. Claims 135-153, 186-201 and 204-205 are currently pending reconsideration. Claims 98-134 and claims 202 and 203 are canceled without prejudice or disclaimer via this amendment.

Claims 98-153 and 186-205 were rejected on the ground of non-statutory obviousness-type double patenting over claims 1-57 of U.S. Patent 5,388,841 to San et al. in view of Logg (U.S. patent 5,415,549). Applicants respectfully traverse this rejection for at least the following reasons:

Applicants' claims 135-153, 186-201 and 204-205 as amended are directed toward a "*home video game system for use with a television type monitor display*" and specifically require, among other things, a "game processor" and a graphics processor *for executing a videographics program that includes instructions for drawing one or more trapezoids* for the construction and displaying of 3D objects. These particular features are not recited in the claims of the '841 patent nor are these features obvious from the context of the '841 patent claims. Accordingly, Applicants respectfully contend that currently pending claims 135-153, 186-201 and 204-205 are patentably distinct over the claims of the '841 patent at least because of recited features that require a home video game system for use with a TV monitor and for a game processing unit for executing a videographics program that includes instructions for drawing one or more trapezoids for the construction and displaying of 3D objects.

Claims 135-153, 186-201 and 204-205 stand rejected under 35 U.S.C. § 103(a) as allegedly being unpatentable over U.S. Patent 5,016,876 to Loffredo in view of U.S. Patent 5,415,549 to Logg. Applicants respectfully traverse this rejection for at least the following reasons:

Applicants' independent claims as amended require a game program processing unit for executing at least a portion of a videographics program that includes instructions for drawing one or more trapezoids for constructing and displaying 3D graphic objects.

Neither Loffredo nor Logg, considered either alone or together, teach or suggest a home video game system having a game processor for executing at least a portion of a game program that includes instructions for drawing one or more trapezoids together with a separate programmable graphics processor in the same home video game system for drawing the one or more trapezoids used constructing and displaying 3D graphic objects, as required by applicants' claims.

Applicants' rejected dependent claims incorporate the features of the amended independent claims from which they depend and are likewise patentably distinct over the cited prior art for at least the same reasons stated above.

Claims 137-153, 186-201 and 204-205 stand rejected under 35 U.S.C. § 103(a) as allegedly being unpatentable over Loffredo and Logg in further view of the PC TECH JOURNAL, "Custom-Tailored Graphics: TMS 34010", by McNierney. Applicants respectfully traverse this rejection for at least the same reasons as set forth above in addition to the following reason:

The PC TECH JOURNAL by McNierney, considered either alone or together with Loffredo and Logg, fails to teach or suggest the use of trapezoids or the drawing of one or more trapezoids for constructing and displaying 3D graphic objects, as required by applicants' claims. There is no teaching or suggestion in the McNierney TECH JOURNAL to use trapezoids to construct and display trapezoid-based 3D graphic objects for use in a home video game system.

In view of Applicant's foregoing remarks, it is believed that the application is in condition for allowance. Favorable consideration and allowance of this application are respectfully solicited. If any small matter remains outstanding, the Examiner is encouraged to telephone Applicants' representative at the telephone number listed below or on the following page.

Respectfully submitted,

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